

Listing of the Claims:

This listing of claims will replace all prior versions, and listings, of claims in this application.

Claim 1 (currently amended): An action figure game piece comprising:

a game figure character having a base and a mechanically functional combat component that is moveable with respect to the base of the game figure character and configured to physically engage other action figure game pieces in simulated battles, the character adapted for movement a distance over a surface; and

a distance measuring device disposed in the base for contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing an indication of the distance of movement of the character over the surface.

Claim 2 (previously presented): The game piece of claim 1, wherein the distance measuring device provides an audible indication of the distance.

Claim 3 (previously presented): The game piece of claim 1, wherein the distance measuring device provides a visual indication of the distance.

Claim 4 (previously presented): The game piece of claim 1, wherein the distance measuring device provides a visual and an audible indication of the distance.

Claim 5 (canceled)

Claim 6 (currently amended): The game piece of claim ~~5~~ 1 wherein the ~~weapon~~ mechanically functional combat component comprises a projectile launcher.

Claim 7 (previously presented): The game piece of claim 6, wherein the projectile launcher is spring-loaded.

Claim 8 (currently amended): The game piece of claim 5 1 wherein the game figure character has a first portion connected to the base, and wherein the ~~weapon~~ mechanically functional combat component comprises:

a second portion of the game figure character moveably connected to the first portion of the game figure character such that the second portion of the game figure character may move between a first position and a second position; and

a spring engaging the first portion and the second portion of the game figure character and biasing the second portion toward the first position, wherein the second portion is configured to engage an adjacent game piece when the second portion moves from the second position to the first position under the biasing force of the spring~~having a fixed first end and a second end;~~

~~a striking portion attached to the spring second end, wherein movement of the striking portion of the game piece in a first direction relative to the spring biases the striking portion, such that the striking portion will move in a second, opposite direction upon release.~~

Claim 9 (previously presented): The game piece of claim 1 wherein the distance indicating device comprises:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface, to rotate the axle upon movement of the game piece over the surface; and

a device coupled to the axle indicating progressive rotation of the axle.

Claim 10 (previously presented): The game piece of claim 9 wherein the distance indicating device provides an audible indication of the distance.

Claim 11 (previously presented): The game piece of claim 10, wherein the distance indicating device comprises:

a gear fixedly secured to the axle and including a plurality of teeth; and

a clicker having a first end secured to the base portion and a second end engaging the gear, such that rotation of the wheel as the game piece is moved over the surface rotates the gear teeth against the clicker second end, providing an audible clicking sound.

Claim 12 (previously presented): The game piece of claim 11; wherein the gear and the clicker are disposed in a chamber.

Claim 13 (previously presented): The game piece of claim 9 wherein the distance indicating device provides a visual indication.

Claim 14 (currently amended): The game piece of claim 13 wherein the ~~distance~~ indicating device coupled to the axle comprises:

a pinion gear fixedly secured to the axle and including a plurality of teeth;

a circular rack engaging the pinion gear, wherein the circular rack includes a surface having circumferentially spaced indicia; and

a faceplate adjacent the rack surface, the faceplate having a visual aperture aligned with the indicia to sequentially display the indicia as the rack rotates.

Claim 15 (currently amended): The game piece of claim 1 including a display device ~~alternatively~~ alternately displaying and shielding an indicium indicative of a special characteristic of the game piece.

Claim 16 (previously presented): The game piece of claim 15 wherein the display device comprises:

a faceplate having a visual aperture.

Claim 17 (currently amended): The game piece of claim 16 including:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface; to rotate the axle upon movement of the game piece over the surface;

a pinion gear fixedly secured to the axle and including a plurality of teeth; and

a circular rack engaging the pinion gear, wherein the circular rack includes a surface carrying the indicium and disposed adjacent the faceplate.

Claim 18 (currently amended): An action figure game piece comprising:

a game figure character and a base portion, the base portion adapted for movement a distance over a surface;

a distance measuring device disposed within the base portion and contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing an audible indication of the distance of movement over the surface; and

a weapon for attacking another game piece moveable with respect to the base portion and configured to physically engage other action figure game pieces in simulated battles.

Claim 19 (currently amended): The game piece of claim 18 wherein the distance measuring device comprises:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface; to rotate the axle upon movement of the game piece over the surface;

a pinion gear fixedly secured to the axle and including a plurality of teeth; and

a clicker having a first end secured to the base portion and a second end engaging the pinion gear, such that rotation of the wheel as the game piece is moved over the surface rotates the pinion gear teeth against the clicker second end, providing an audible clicking sound.

Claim 20 (currently amended): The game piece of claim ~~18~~ 19 including a visual display device providing a visual indication of the distance of movement over the surface.

Claim 21 (currently amended): The game piece of claim 20 wherein the visual display device comprises:

a circular rack engaging the pinion gear, wherein the circular rack includes a first surface having circumferentially spaced first indicia; and

a first faceplate on the base portion adjacent the rack ~~first~~ surface, the first faceplate having a first visual aperture radially aligned with the first indicia to sequentially display movement of the first indicia as the rack rotates.

Claim 22 (previously presented): The game piece of claim 18 wherein the weapon comprises a projectile launcher.

Claim 23 (previously presented): The game piece of claim 22, wherein the projectile launcher is spring-loaded.

Claim 24 (currently amended): The game piece of claim 18 wherein the game figure character has a first portion connected to the base portion, and wherein the weapon comprises:

a second portion of the game figure character moveably connected to the first portion of the game figure character such that the second portion of the game figure character may move between a first position and a second position; and

a spring engaging the first portion and the second portion of the game figure character and biasing the second portion toward the first position, wherein the second portion is configured to engage an adjacent game piece when the second portion moves from the second position to the first position under the biasing force of the spring having a fixed first end and a second end;

~~a striking portion attached to the spring second end, wherein movement of the striking portion of the game piece in a first direction relative to the spring biases the striking portion, such that the striking portion will move in a second, opposite direction upon release.~~

Claim 25 (currently amended): The game piece of claim 18 21 including a display device ~~alternatively~~ alternately displaying and shielding an indicium indicative of the presence or absence of a special characteristic of the game piece.

Claim 26 (currently amended): The game piece of claim 25 wherein the display device comprises:

a second indicium disposed on a second surface of the rack surface; and

a second faceplate on the base portion adjacent the ~~rack~~ second surface, the second faceplate having a visual aperture radially aligned with the second indicium to alternatively display the presence or absence of the second indicium.

Claim 27 (withdrawn): A method of playing an action figure game on a surface, the method comprising:

providing for each player a plurality of game pieces, each game piece having an indicium indicating a point value, a distance indicating device indicating a distance the game

piece has moved over the surface, and a weapon for attacking an opponent player's game pieces;

selecting for each player a group of the game pieces having point values summing to a predetermined value; and

selecting a number of actions each player can take per player's turn, an action comprising either a move, comprising moving a game piece a distance up to the particular game piece's point value, or an attack, comprising actuation of the particular game piece's weapon, wherein the players alternate taking turns, selectively making a move or an attack, until the game is determined to have ended.

Claim 28 (withdrawn): The method of claim 27 wherein a game piece is removed from the game if the game piece is determined to have been killed by an attack.

Claim 29 (withdrawn): The method of claim 28 wherein at least one of each game piece in each of the plurality of game pieces includes a reward indicator for randomly providing the player with a reward if that particular game piece is killed.

Claim 30 (withdrawn): The method of claim 28 wherein a game piece is killed if the game piece is knocked over by an attack.

Claim 30 (withdrawn): The method of claim 27, wherein the game ends upon completion of a predetermined time period.

Claim 31 (withdrawn): The method of claim 28 wherein the game ends upon elimination of all of one of the players' game pieces.

Claim 32 (withdrawn): The method of claim 27 wherein each player may take up to a predetermined number of actions per turn.

Claim 33 (withdrawn): The method of claim 32 wherein the number of actions per turn is three.

Claim 34 (withdrawn): The method of claim 33 wherein each player can take no more than two actions or moves per turn.

Claim 35 (withdrawn): The method of claim 32 wherein any particular game piece can perform multiple actions per turn.

Claim 36 (withdrawn): A method of playing an action figure game on a surface, the method comprising:

providing for each player a plurality of game pieces, each game piece having an indicium indicating a point value, a distance measuring device for indicating a distance the game piece has moved over the surface, and a weapon for attacking an opponent's game pieces, wherein each of the plurality of game pieces includes at least one game piece having a close-acting weapon and at least one game piece having a distance-acting weapon;

selecting for each player a group of the game pieces having point values summing to a predetermined value;

selecting a number of actions each player can take per player's turn, an action comprising either a move, comprising moving a game piece a distance up to the particular game piece's point value, or an attack, comprising actuation of the particular game piece's weapon; and

removing a game piece from the game if the game piece is determined to have been killed by an attack, wherein the players alternate taking turns, selectively making a move or an attack, until the game is determined to have ended.

Claim 37 (withdrawn): The method of claim 36 wherein at least one of each game piece in each of the plurality of game pieces includes a reward indicator for randomly providing the player with a reward if that particular game piece is killed.

Claim 38 (withdrawn): The method of claim 36 wherein a game piece is killed if the game piece is knocked over by an attack.

Claim 39 (withdrawn): The method of claim 36, wherein the game ends upon completion of a predetermined time period.

Claim 40 (withdrawn): The method of claim 36 wherein the game ends upon elimination of all of one of the player's game pieces.

Claim 41 (withdrawn): The method of claim 36 wherein each player may take up to a predetermined number of actions per turn.

Claim 42 (withdrawn): The method of claim 41 wherein the number of actions per turn is three.

Claim 43 (withdrawn): The method of claim 41 wherein each player can take no more than two actions or moves per turn.

Claim 44 (withdrawn): The method of claim 36 wherein any particular game piece can perform multiple actions per turn.

Claim 45 (currently amended): An action figure game piece comprising a base adapted to be received on a supporting surface, a character figure on the base, the character

figure having a mechanically functional combat component that is moveable with respect to the base and configured to physically engage other action figure game pieces in simulated battles, and a distance measurement device on the base, the distance measurement device including a rotatable element mounted for engagement with the surface, the rotatable element rotating upon movement of the base along the surface to provide a measurement corresponding to distance moved on the surface.

Claim 46 (previously presented): The action figure game piece of claim 45, wherein the rotatable element comprises a roller.

Claim 47 (previously presented): The action figure game piece of claim 46, wherein the distance measurement device further comprises a visual indicator mechanically communicating with the roller for providing a visual indication corresponding to distance moved based on roller rotation.

Claim 48 (previously presented): The action figure game piece of claim 46, wherein the distance measurement device further comprises a sound producing element driven by roller rotation for producing audible sound corresponding to distance moved.

Claim 49 (previously presented): The action figure game piece of claim 48, wherein the sound producing element comprising a clicker.

Claim 50 (previously presented): The action figure game piece of claim 48, wherein the sound producing element produces a discrete audible sound each time the roller is rotated by a predetermined amount.

Claim 51 (canceled)